

FIG. 1.

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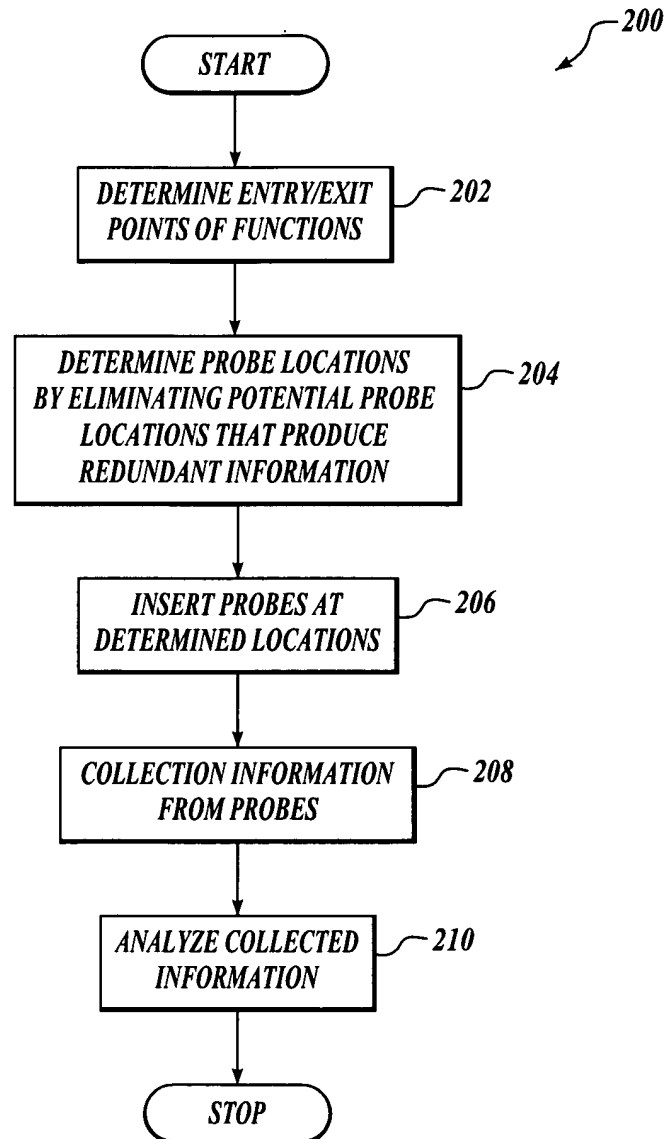


FIG. 2

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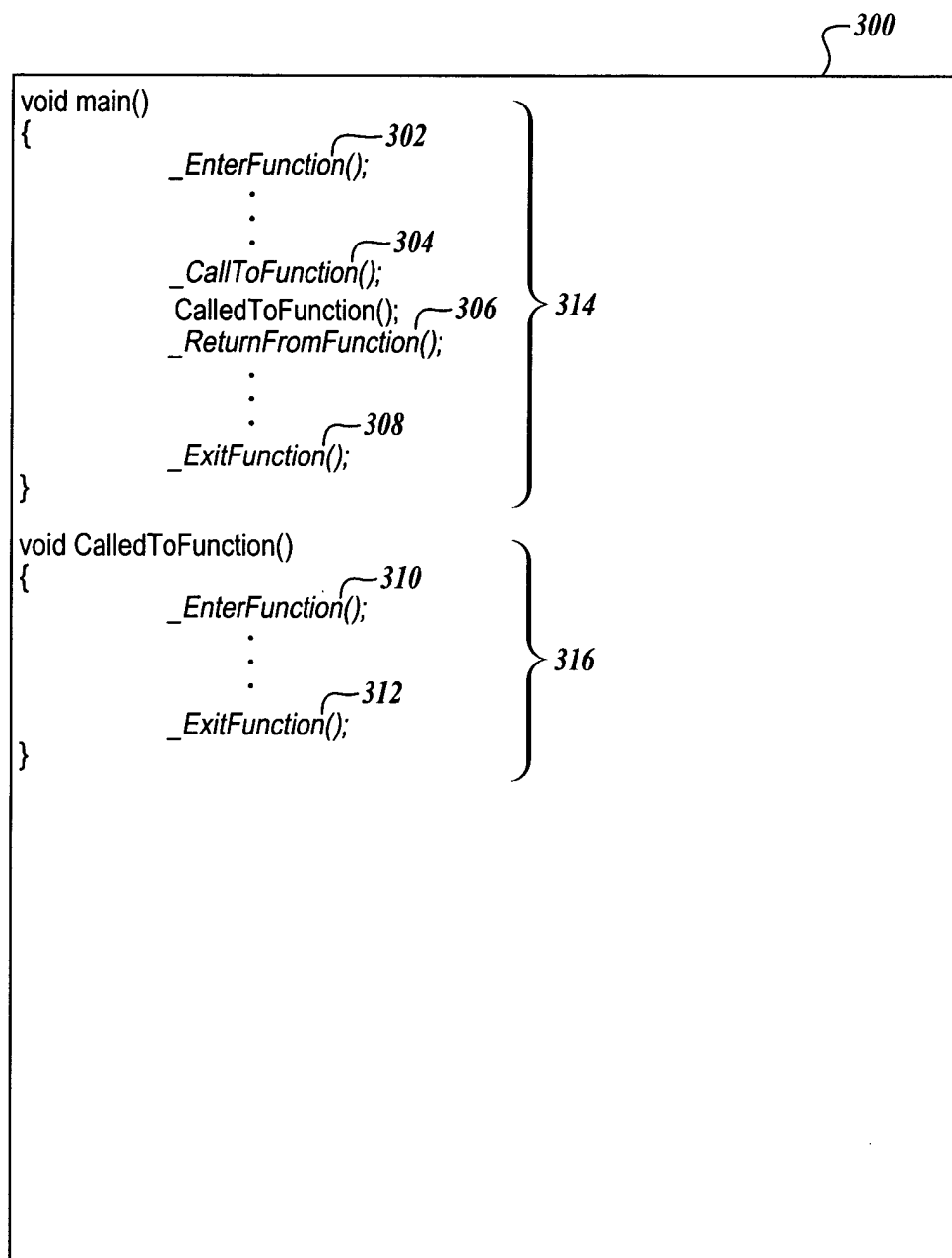


FIG. 3

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```
void main()
{
    :
    :
    call Function1();      416
    _ReturnFromFunction();
    :
    :
}

void Function1()
{
    :
    :
    _CallToFunction();    412
    jump to Function2();  406
}

void Function2()
{
    :
    :
    return;               410
    // this returns to main(), not to Function1()
}
```

Diagrammatic annotations:

- A large right-facing curly brace groups the `main()` function body, labeled **402**.
- A right-facing curly brace groups the `call Function1();` and `_ReturnFromFunction();` lines, labeled **414**.
- A right-facing curly brace groups the `Function1()` function body, labeled **404**.
- A right-facing curly brace groups the `Function2()` function body, labeled **408**.

FIG. 4

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```
void main() 510
{
    _EnterFunction();
    try
    {
        .
        .
        throw() 506
        .
        .
    } 502
    catch
    {
        _EnterFunction() 512
        .
        .
        _ExitFunction() 514
    }
    _ExitFunction();
}
```

Diagram illustrating a C++ function `main()` (labeled 510) with try-catch blocks. The try block (labeled 502) contains a `throw()` statement (labeled 506). The catch block (labeled 504) contains `_EnterFunction()` (labeled 512) and `_ExitFunction()` (labeled 514). Brackets on the right group the try block as 508 and the catch block as 504.

FIG. 5